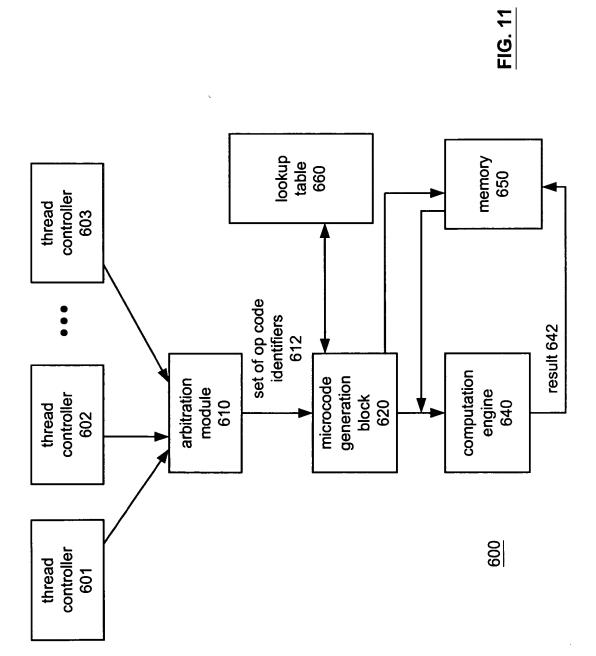
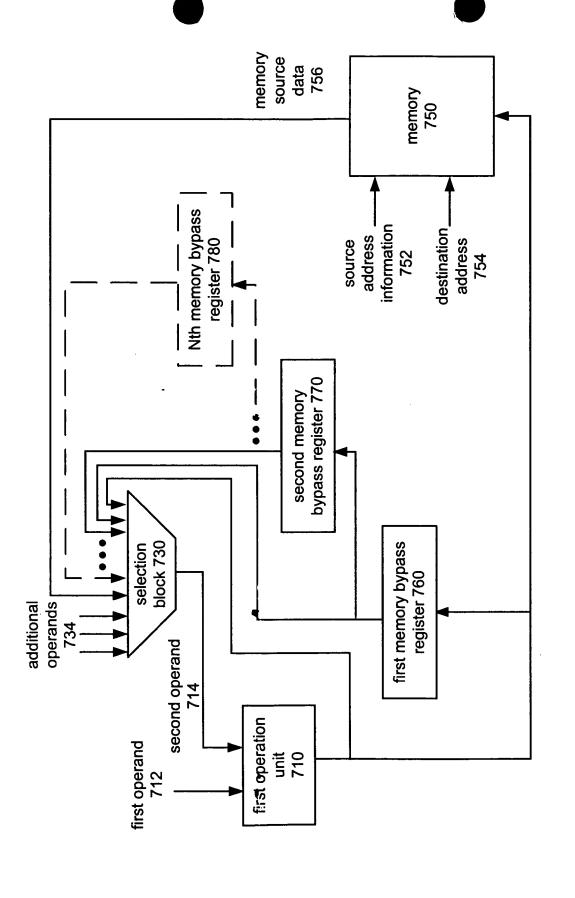


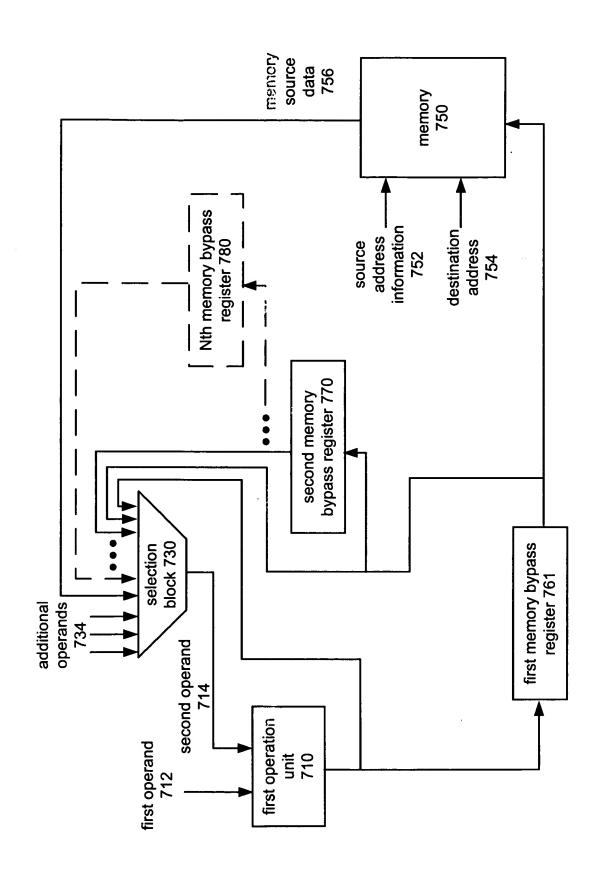
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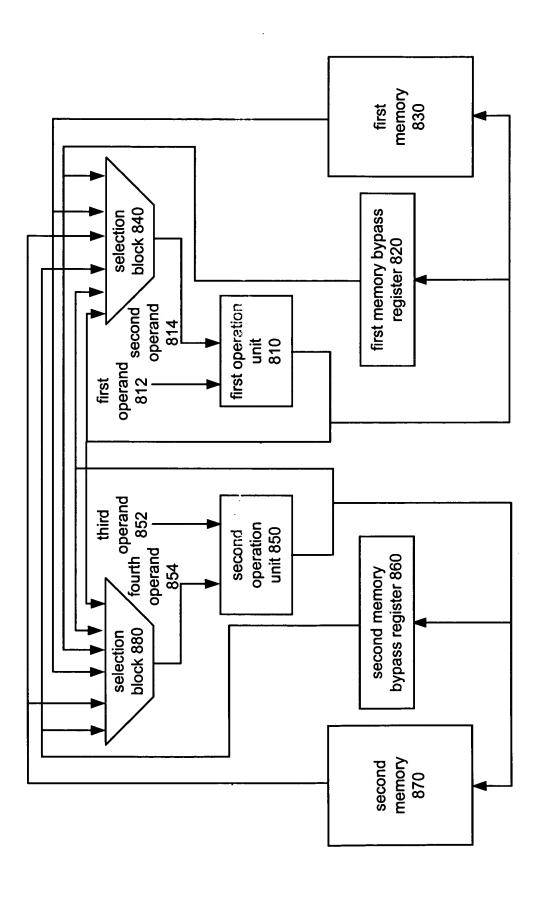
A= input from memory1	address = Block(thread ID) + Index(light ID) B= input from memory2 address = Block(thread ID) + Constant1	Accumulator = Accumulation Register(thread ID)				FIG. 12		
	(A*B) -> Accumulator	(C*D) -> Accumulator	(E*F) -> M1	(G*M1) -> Accumulator	(Accumulator *M2) -> M3	•••	(M3*M4)=result -> M5	lookup table 660
instruction index	0-1	<u> </u>	1-2	£ - 1	4		Z -	ı



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